Designing for Urban Childhood: Tools and Methods

Dr Sara Candiracci, Associate Director, Arup



About Arup

Multi-disciplinary firm of designers, engineers, architects, planners, and technical specialists social researchers, working in every aspect of the built environment.

Founded in 1946, independent organisation owned in trust by its employees.

RESEARCH & INNOVATION, TECHNICAL EXCELLENCE, SOCIAL PURPOSE



Child centred Design & Planning

MCA AWARDS 2020 WINNER

Arup's Urban Childhood initiative wins Best Use of Thought Leadership Award at the MCA Awards 2020



How to explain climate adaptation in

How to assess climate challenges in

How to plan and design for climate

MOLENCE

How to put adaptation into practic

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CARDS

APPREACH TO CLIMATE ADAPTATIO

Read more about our winning work ()





Intro Proximity of Care UNDERSTAND DESIGN INFLUENCE Get Inspired DESIGN GUIDE

The Proximity of Care **Design Guide**

Proximity of Care

The Proximity of Care Design Guide was developed by Arup and the Bernard van Leer Foundation to support the design and implementation of child- and family friendly interventions in vulnerable urban environments, with benefits for the entire community,



Belfast Urban Childhoods Masterplan: bringing families back to the city

ARUP COVID-19 - Expertise - Projects Digital Perspectives - Our Firm - Careers - Offices - Contact

Challenges for urban childhoods



Traffic and pollution



Crime, social fears and risk aversion



High-rise living and urban sprawl



Inadequate and unequal access to the city



Children are being 'designed out' of city streets and public spaces



Children's ability to roam their neighbourhood has deceased



Benefits of child-friendly cities

Focusing on the needs of children has the potential to act as a unifying theme to navigate complex challenges and gain support for progressive ideas.



Promote access to facilities for children

Focus on removing danger from the road environment, not the removal of children from danger - Policy Studies Institute



Invest in green space and clean environment

The Hangzhou City's master plan promotes green space in rapidly urbanizing environments



Create coherent communities through shared spaces Parks and public spaces that are children and parents' top go-to places are good for business - Roger Madelin, Head of Canada Water, British Land



Make diverse-use urban spaces child-responsive

Barcelona superblocks create citizen spaces without compromising the mobility network



Social interaction is essential to support community life The Bicentennial Children's Park in Chile provides a continuous accessible walkway across the city



Measures that improve urban resilience can also create opportunities to expand children's everyday freedoms Floodable and playful public space planned in Enghaveparken, Copenhagen













Playful Cities Toolkit RESOURCES FOR RECLAIMING PLAY IN CITIES



The LEGO Foundation ARUP

The Real Play Coalition

Catalyse the collective knowledge, skills and resources of different partners, to stimulate collective learning and knowledge sharing, and scale up impact.

The Real Play Coalition is a global non-profit coalition created in 2018 with the ambition to "change perceptions around the value of play, mobilise decision makers, influence behaviour change and eliminate the play deficit for children, for their optimal development and learning."



Play is a silent emergency

Low-play lives and play-poverty are seen across all strata of society and socioeconomic levels.







Barriers to Play

- Reduced access to open space
- Changes in urban lifestyles
- Limited evidence and knowledge on the state and value of play in cities
- Limited guidance for city authorities and urban planners on child-friendly urban planning

The Urban Play Framework

What it is

The Urban Play Framework is an **assessment and planning tool** to help city authorities and urban practitioners better **understand** the complexity of play in cities - challenges and opportunities; to guide the **design** of play-based interventions; and to **measure** specific outcomes achieved.

The Power of Play





Playful Cities Toolkit

The Playful Cities Toolkit was developed by ARUP and the LEGO Foundation to provides a range of resources to support local governments, urban practitioners and local communities to understand the complexity of play in cities, to guide the design of play-based interventions, and to measure their impact.

The toolkit is structured on a simplified design process comprised of three main phases:

UNDERSTAND

It helps understand the complexity of play in cities challenges and opportunities, considering different urban scales and systems.

DESIGN

It helps support the planning and design of play-based interventions at different stages of a master planning process.

MEASURE

It helps measuring impact or outcomes achieved through play- focused interventions.





Prioritisation Solutions



Impact Measurement

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Reporting

Field Study

MEASURE

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Assessment Tools

PLAY ASSESSMENT TOOL

ASSESSMENT DIMENSIONS GOALS WHAT TO ASSESS HOW TO ASSESS Priorities for creating plauful What needs to be achieved to create platful environments for children well-Factors or aspects of a platful environment that can be Source of environments being and development observed information FACILITATION FOR PLAY another and the service a thread a law as a serifical afte for shill track development (a. e. constitute, creative, emotional This dimension seeks to Balanced, responsive play facilitation is tieder für skildren e sell beine und deselmen est inkorinal, en sigt Facur Group Discurion Indian for exampliant bair engine, an anitice and assess if play is understood and supported by caregivers. starshills, their mental and shoridal health understood and actively oir child, and that reduce child's appartunities far play at home. candition, ond far building their resilience. 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Design Tools

PLAY PRIORITISATION TOOL

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PERFORMANCE BREAKDOWN

Goal	Facilitation for Play	Time & Choice for Play	Spaces & Facilities for Play
Household	3.3	2.8	1.5
School	5.0	4.7	4.7
Neighbourhood	5.0	3.7	4.0
City	3.7	2.7	1.7
AVERAGE	4.2	3.4	3.0

ceelibies ARUP The LEGO Foundation

Get Inspired CASE STUDIES

A selection of case studies were identified in different international urban contexts, to inspire multiple ideas, actions and strategies aimed at promoting play in cities.



D PLAY STREET AUSTRALIA Place and years Kensington, Victoria, Australia - 2019

Play Streets Australia is a community effort brought together by people who care about neighbourhoods, health, and social inclusion. What is unique about Play Streets Australia is that it provides neighbourhood resident and even participating schools with a set of structured documents to ensure that they have the regulatory permissions to carry out the project. The permits provided include, in addition to a well-detailed kit of "play types", letters to be addressed to neighbourhood residents, the municipality, flyers and posters, as well as safety regulations including the closure of the street to traffic

O rachenreiter

Designers:

Theme

GUDVANGER STRASSE Place and year:

Target

traffic every year for a few clays and become a playground that children and adults use as a place to play and meet. The popularity of this initiative has also allowed Graefekies has also become a popular play street. The activities promoted by Drachenesiter, the event organiser, are characterised by different games each time. In September 2020. a 30 metre-long remote controlled car track was built in September 2020 with the help of volunteers, where each child could race against the others.

Aurangabad, India - 2011 in corsO

Designers:

Co-progettare gli spazi con la comuniti



Street Smart is an initiative that allows the main streets of the city of Ahmedabad to close (one day a month) to traffic and welcome children and the community into safe and welcoming spaces. The community is free to set up games, activities, small spontaneous markets, etc. The message is that of a city that takes care of its youngest protagonists. aProDH organises several other outdoor events for children in the city, including City as my Landscape, an event aimed at designing a child-friendly city by painting pedestrian crossings, school walk and fences in the city and cycle





Designers Theme: Organizzare attività bottom-up

Place and year:

Bristol, UK - 2009 in corso

Bristel is famous for being one of the first cities to have a play street in the UK. The initiative of a play street was undertaken by a group of parents experimenting with the city council, which allowed them to close certain street in the neighbourhood for 3 hours a week so that children could play freely. The success led to the creation of an association called "Playing Out" with the aim of spreading these practices. Two years after this initiative there were more than 40 play streets in Bristel. The aim is to make playing close to home a natural and everyday part of every child's life, as it used to be

Place and years Francia - 2015-201

Place and year:

Designers: ANACEJ, CAFEZOIDE, Rue de l'Avenir, Vivacites, France Theme:

Sviluppare una cultura del gioco





The National Association of Children and Youth Councils (ANACE), and other associations decided to pool their expertise within a collective "Streets for children, streets for all" by promoting and supporting "Streets for children" for play" into the highway code. In Nevember 2015, a first call for proposals was launched by the "Ree ass enfants, rise pour tous" collective. The result was more than encouraging 43 projects were received in 2015, which were then implemented over the next two years by the collective through ad hoc events and days throughout france.

VIA RECREACTIVA - CHILDREN AREA





The Children's Area, created by Via Recreactiva, is an exclusive recreational space for children aged 4 to 13 in which various activities are carried out on a rotating basis. The aim of this programme is to create adequate and safe spaces for children to play in the city along several thoroughfares. The Children Area is one of three projects involving the city of Guadalaiara organised by Via Recreactiva. The projects are aimed not only at children but also at adults, who can at different times use certain streets in the city as exclusive cycle paths or sky theatnes to promote initiatives, stage shows,

SMALL-SCALE URBAN RESPONSES Place and year: Vietnam, Bangladesh, India - 2020







The need to get outdoors with the advent of the pandemic has become increasingly widespread. In order to equip public spaces to meet the challenges of Covid-19. UN-Habitat with the Block by Block Foundation supported ten cities in 2020. With the help of local governments and the community, the initiatives have helped municipalities, especially in poorer neighbourhoods, to safely enhance public spaces. By embracing the potential of public spaces as flexible and resilient areas, these small-scale projects support cities to slowly reopen and have enabled communities to regain confidence in being together and using public spaces safely.

Place and year: Los Angeles, USA - 2015 in corso







KDI has been working with the LA Department of Transportation to develop a "Play Streets" program. The pilot project was developed in two phases: in Phase 1, Kounkuey worked with low-income and poor communities in parks to design and distribute a 'alay box', containing portable games and furniture, at Play Street events. Kounkuey then developed an online application process and portable play pieces. In phase 2, residents have successfully used the online app to

anoly for Hay Street events. The game how is distributed at each event, providing a set of games that can be assembled.







Berlino, Germania - 2015 in corso Designers: Theme:



Place and year:

AProCh (A PROtagonist in every CHild) Theme

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Prioritisation Solutions



Impact Measurement

Reclaiming Play in Cities

The Playful Cities Toolkit was used to undertake holistic assessment of play challenges and opportunities in London, Cape Town and Milan; and helped identify and prioritise play activation interventions.



Understanding Play in Barnet, London, UK



Activating Play in Khayelitsha, Cape Town, South Africa Activating Play in Milan, Italy







Milano Concernition (Concernition)









We undertook an assessment using the Urban Play Framework and organised 2 assessment and 1 co-creation workshops with children 0-12, their caregivers and the broader community to understand the state of play in the Borough.

The LEGO Foundation ARUP

Understanding Play in Barnet, London

With the support of Barnet Council, UNICEF UK and the LEGO Foundation, Arup and the Royal Town Planning Institute (RTPI) trialled the Urban Play Framework in the community of Burnt Oak in the Borough of Barnet.







Understanding and co-creating play solutions







Play Assessment



Reclaiming Play in Khayelitsha Township, Cape Town













Activating a Network of Play Spaces

We designed a solution to increase learning-throughplay opportunities in Khayelitsha, through the Activation of a Network of Play Spaces.





Play Activation in Khayelitsha

We engaged children, caregivers and community to activate play in Khayelitsha.









Reclaiming Play in Milan





LAND U

Play Assessment











The LEGO Foundation ARUP

















Facilitation for play is promoted by the presence of a rather solid and widespread network of associative realities, which provides social assistance, support for the organization of play and educational activities'. However, it was recognized a lack in aggregative spaces, and in a specific training for tutors to formalize and improve play's moments.

Time and choice for play is favoured by a high accessibility to main places of interest, and a wide range of play options. However, there is a diffused perception of a limited time availability for shared and unstructured play activities, especially outdoor due to real or perceived safety problems. Spaces and facilities for play. The neighbourhood is served by a good number of formal and informal play spaces, of various sizes. The lack of a safe and pleasant connection system, however, limits movements, and inhibits from taking full advantage of them. A low safety perception, in addition, obstacles children to explore independently the neighbourhood.



LET'S DESIGN THE PLAYGROUND OF YOUR DREAMS!

The second activity was focused on the creation of a collage to design collaboratively the space in front of the school, Via Monte Plana. The exercise was organized using an online collaborative dashboard with stickers of street furniture, people involved in play activities, plant and animals, prepend in advance.





Forces group class 48 - group 1















Forces group class SC - group 2

Pocus group class SC - group 2

Play Street



7 Giugno

9:00-14:00

8 Giugno

UN LIBRO

15:30-19:30

PLAY STREET in via Monte Piana

In occasione della chiusura dell'anno scolastico 2020/21 via Monte Piana prende vita.

L'ICS Pasquale Sottocorno e le associazioni partecipanti propongono laboratori collettivi in cui esplorare nuovi spazi, forme di gioco e socialità per attivare la dimensione pubblica della strada e creare nuove prospettive condivise su di essa.

Le attività saranno svolte nel rispetto delle normative.

Organizzato da:

ARUP













Play Strategy

• Creation of a network of play spaces.

 Promotion of the role of the school at the centre of neighbourhood relations.

• Use of digital play as a bridge to physical play.











Proximity of Care Design Guide

A new guide to designing for children's well-being in vulnerable urban contexts



In collaboration with:







How to improve well-being of the most vulnerable groups?







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Proximity of Care Approach





Personal / Immediate / Intimate

Neighbourhood



Communal / Public / Local

City



Institutional / Official / Distributed

- + Home, compound, street
- + Family, household members
- + Stimulation & confident play

- + Local public spaces
- + Neighbours, community
- + Relationship-building
- + Broader city infrastructure
- + Decision-makers, politicians
- + Policy & governance



ARUP







www.proximityofcare.com





 Principles & Case Studies
Advocacy Tools

ARUP



Catalogue of

Tools

Case Studies

Publications

Design Ideas

URBAN951

Case Studies



- 30+ cases
- Images/drawings
- Key Learnings
- Link to author/source





Guiding Principles

UNDERSTAND

- 1. Understand before designing
- Ensure meaningful engagement with children and the community
- 3. Value local resources, skills and patterns
- 4. Derive multiple benefits from everyday spaces

DESIGN

- Build health & safety by design
- Create networks of open spaces and social infrastructure
- Take play and learning beyond playgrounds and schools
- 4. Connect the community inside and out
- 5. Connect children with nature



INFLUENCE

- Build early childhood development awareness
- 2. Develop local skills and support caregivers
- 3. Empower champions and local leaders
- 4. Open lines of communication
- 5. Follow up and follow through

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